




 **Attack**   
**Big Black Bat**

**Created Monster**  
**Target: Any empty square in LOS**

Creates a large bat that you control. Movement: 10, Life: 2. Bat bites for 1 damage. Bat can pick up and carry any one NON-TREASURE item. Cannot use items (not even passive ones). Can fly over obstacles that don't reach the ceiling.

 Source: Tom Jolly  

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 **Attack**   
**Blaster Stick**

**Item**  
**Target: Any in LOS**

Each charge inflicts 3 magical damage. Charges = NUMBER card. Usable once per turn; discard when used.

  Source: Tom Jolly 

(remove bottom portion at line)

  **Attack**    
**Blind**

**Enchantment/Curse**  
**Target: Opponent in LOS**

Blinds opponent. Victim must roll D4 for direction when attempting to move, throw items, engage in combat, or cast LOS spells on anyone but self. Bumping into a wall counts as one space of movement; re-roll for each movement point. Picking up items is difficult (1-2 on D4); each attempt costs 1 movement. (Misdirected spells go intended distance, or dissipate if they cannot. Cannot hit unintended opponents.)  
Duration = NUMBER card.


  Source: Tom Jolly  

(remove bottom portion at line)

 **Attack**   
**Brain Drain**

**Spell**  
**Target: Opponent in LOS**

Opponent loses a number of random cards out of his hand equal to the NUMBER card played. Any item lost is discarded, not dropped on the board. REFLECTION causes both players to lose 1/2 the NUMBER played (round up).

 Source: Tom Jolly  

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 **Attack**   
**Buddy**

**Enchantment/Curse**  
**Target: Opponent in LOS**

Opponent will not attack you unless you attack first. This is permanent until you attack. (Neither opponent's monsters nor yours are bound by this pact.)




  Source: Tom Jolly 

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 **Attack**   
**Burden**

**Spell**  
**Target: Opponent in LOS**

For each creature controlled and item carried by an opponent, she takes 1 damage due to the excessive burden she has taken upon herself. If REFLECTED, you take damage based on what you control.

 Source: Tom Jolly  

(remove bottom portion at line)

 **Attack**   
**Card Erasure**

**Spell**  
**Target: Opponent in LOS**

Name a card, then remove and discard it from opponent's hand. If opponent doesn't have that card, this is still considered your attack for the turn.

  Source: Tom Jolly 

(remove bottom portion at line)

**Attack**  
**Cease-Fire**

**Enchantment/Curse**  
**Target: Everyone**

No one may attack anyone for one round of turns. ABSORB SPELL may be used by anyone to counteract Cease-Fire; FULL SHIELD will allow only the shielded player to attack. FULL REFLECTION by anyone means that only the caster of Cease-Fire cannot attack.

Source: Tom Jolly

(remove bottom portion at line)

**Attack**  
**Chaos**

**Spell**  
**Target: All players**

Each player counts his or her cards, then everyone tosses them in a pile and they are redistributed randomly, each player receiving the same number that they started with. ABSORB SPELL will absorb CHAOS; FULL SHIELD removes a player from participation. REFLECTIONS have no effect.



Source: Tom Jolly

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 **Attack**   
**Crossbow**

**Item**  
**Target: Any in LOM**

When fired, each crossbow bolt causes 3 damage. Before taking the first shot, play a NUMBER card to determine the total number of bolts available. You may fire only one bolt per turn, and they are not retrievable.

 Source: Tom Jolly 

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 **Attack**   
**Curse Of The Litter Bug**

Enchantment/Curse  
Target: Opponent in LOS

Causes opponent to take 2 magical damage each time he drops or throws any item. No effect for items discarded to discard pile. If REFLECTED, both players lose 1 point for each item dropped. This effect is permanent.

 **Attack**   
**Curse Of The Monster Musk**

Enchantment/Curse  
Target: Opponent in LOS

Curses opponent, causing all monsters to move toward and attack him (and no one else), regardless of others' demands. You move them during your turn. Victim can transfer this curse to anyone in LOS during his turn (an ATTACK), thereby becoming controller as they attack the newly cursed target instead. This effect is permanent.

 **Attack**   
**Dagger**

Item  
Target: Any in LOM

This well-balanced knife causes 3 damage when thrown, or you can stab with it for just 1 damage. Retrievable by anyone after it is thrown.

 **Attack**   
**Democratic Monster**

Created Monster  
Target: Any empty square in LOS

Creates a horribly ugly monster that all players get to move (3 spaces per each player's turn). It has 5 life points and does 2 damage with its claws. It may attack only one player per round of turns.




 **Attack**   
**Disease**

Enchantment/Curse  
Target: Self (vs. opponents in same square)

You're the carrier! The disease caused by this spell does not affect you, only others. If you enter an occupied square, each opponent present takes 3 physical damage from the disease. You can infect multiple opponents, but each of them just once per turn, and you must re-infect them each time you want to do damage. REFLECTIONS have no effect. AMPLIFY only doubles duration, not the strength of the spell. Duration = NUMBER card.

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 **Attack**   
**Drop Object**

Spell  
Target: Opponent in LOS

Opponent drops any one item you specify.

 **Attack**   
**Drop Object**

Spell  
Target: Opponent in LOS

Opponent drops any one item you specify.

 **Attack**   
**Exploding Energy**

Spell  
Target: Opponent in LOS

Causes any magical energy retained by your opponent (that is, any NUMBER cards in his hand) to suddenly explode in a burst of light. Add up his NUMBER cards and discard them; he takes 1/2 the total value in magical sunburn damage (round up). Ignore POWERSTONE and other NUMBER-related items. If REFLECTED, both players lose NUMBER cards and take 1/4 damage.

 **Attack**   
**Familiar**

Created Monster  
Target: Any empty square in LOS

Creates a loyal black cat that you control. Movement: 4, Life: NUMBER card played. Familiar does 2 damage with its claws. Can carry one spell (face down), which you must choose upon its creation, plus a NUMBER card if required for the spell. Cannot carry items. Familiar cannot cast its spell on turn created. When the spell is used up, it may not get another.




 **Attack**   
**Fire Imp**

Created Monster  
Target: Any empty square in LOS



Creates a floating, stationary Fire Imp that shoots anyone coming within LOM, doing 2 magical fire damage (once per turn per target in LOM). This happens the moment anyone enters LOM with the imp, or is in LOM at the start of that target's turn. Imp will attack his creator if he can (but not on the turn created). Imp is permanent, but any water (including WATERWALL) will destroy it.

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 **Attack**   
**Fireball**

Spell  
Target: Any in LOS

Searing flames inflict 5 magical damage. If any of the damage gets through, Fireball also destroys all MAGIC STONES opponent is carrying.

 **Attack**   
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 **Attack**   
**Fireball**

Spell  
Target: Any in LOS

Searing flames inflict 5 magical damage. If any of the damage gets through, Fireball also destroys all MAGIC STONES opponent is carrying.

 **Attack**   
**Geas**


Spell  
Target: Any monster in LOS

Causes target monster to rebel, pursuing and attacking its creator until dead. (Move the monster during your turn.) For GEAS and CONTROL CREATION, whichever is cast last takes precedence.

 **Attack**   
**Ghoul**

Created Monster (Undead)  
Target: Any empty square in LOS

Creates a hideous, undead ghoul that you control. Movement: 3, Life: 5. Ghoul does 2 damage with its claws. Each time it successfully damages a living opponent, the ghoul's life points OR speed increases by 1. There is no limit to the amount of life points or movement it can have.

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 **Attack**   
**Go Away**

Enchantment/Curse  
Target: Opponent in LOS

Opponent must move away a number of spaces equal to the NUMBER card played, in a line as straight as possible. Roll D4 for random direction, if necessary. Opponent also loses 1 turn.

 **Attack**   
**Heave-Ho**

Action  
Target: Any in LOS

Not a spell. Throw the TREASURE you are carrying at someone or something (including an empty square). Physical damage equals the number of spaces thrown. If thrown diagonally, measure the distance as the number of spaces a wizard would move.

  **Attack**    
**Hotfoot**

Enchantment/Curse  
Target: Opponent in LOS

Opponent's feet become magically hot, causing her 1 damage for every square less than 4 she moves during her turns (that is, if she moves 3 spaces in a turn, she takes 1 damage). Duration = NUMBER card.

 **Attack**   
**Hypnosis**


Enchantment/Curse  
Target: Opponent in LOS

Allows you to completely control all the actions of any one opponent for her entire turn (when it starts). However, you may use (or discard) no more than 3 of her cards and may not make her attack herself or damage herself (like walking through a FIREWALL). Yes, this means you don't have to draw cards for her at the end of her turn. If REFLECTED, both players can control each other for their next turns. Considered a duration spell.

 **Attack**   
**Idiot**

Enchantment/Curse  
Target: Opponent in LOS

Opponent heads straight for the nearest of his OWN TREASURES (he may choose to avoid obstacles), during his own turns. He can do nothing else but cast COUNTERACTIONS, or use other spells that help him get to the treasure. Curse ends once victim reaches his own treasure, or if both of his treasures are being carried. If REFLECTED, both players are affected.

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 **Attack**   
**Illusory Attack**

Spell  
Target: Opponent in LOS

Cast an illusory attack spell of your choice. Opponent has a 50% chance (1 or 2 on the D4) of believing the spell is real. If so, the full effect of the attack is felt. (In the case of multiple-target attacks, only the designated victim is affected.) If the attack spell requires a NUMBER card, then one must be provided. Non-LOS spells must still be cast within LOS of the victim.

 **Attack**   
**It**

Enchantment/Curse  
Target: Opponent in LOS

Curses opponent, making him IT. Whoever is IT takes 1 magical damage at the end of his turn. Only one character can be IT at a time (unless the spell is cast twice). IT can be transferred to another in the same space by saying, "You're IT" (an ATTACK). REFLECTION makes both characters IT.

 **Attack**   
**Lightning Blast**

Spell  
Target: Any in LOS

Inflicts magical damage equal to the accompanying NUMBER card. If any damage gets through, opponent also loses 1 turn while recovering from electrified senses.

 **Attack**   
**Lightning Blast**

Spell  
Target: Any in LOS

Inflicts magical damage equal to the accompanying NUMBER card. If any damage gets through, opponent also loses 1 turn while recovering from electrified senses.

 **Attack**   
**Lightning Blast**

Spell  
Target: Any in LOS


Inflicts magical damage equal to the accompanying NUMBER card. If any damage gets through, opponent also loses 1 turn while recovering from electrified senses.

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 **Attack**   
**Lock In Place**

Enchantment/Curse  
Target: Opponent in LOS

Stops movement of opponent. He may still cast spells, but cannot move or be moved in any way (including TELEPORTATION). Duration = NUMBER card.

 **Attack**   
**Medusa**

Enchantment/Curse  
Target: Opponent in LOS

For the next NUMBER turns, opponent cannot move, act, or cast spells, including COUNTERACTIONS. However, opponent is also immune to any damage.

**Attack**  
**Mental Force**

Spell  
Target: Opponent (no LOS needed)

Opponent anywhere on the board moves 3 spaces to wherever you say. REFLECTION allows both players to move one another 2 spaces.

**Attack**  
**Mental Force**



Spell  
Target: Opponent (no LOS needed)

Opponent anywhere on the board moves 3 spaces to wherever you say. REFLECTION allows both players to move one another 2 spaces.



 **Attack**   
**Mental Swap**

Spell  
Target: Opponent in LOS

View opponent's cards, then optionally trade hands with that player. FULL REFLECTION only nullifies this spell.

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 **Attack**   
**Monster Bane**

Spell

Target: Any creature in LOS

Sucks all remaining life points out of any one creature in LOS, adding the points to your own and utterly destroying the creature. A creature that can't normally be destroyed is considered to have 1 life point.

 **Attack**   
**Mundane**

Spell

Target: Opponent in LOS

Strips a wizard of all his magic (he immediately discards all his cards, except for NUMBERS and non-magical cards such as DAGGER or PICK LOCK). He may draw cards normally during his next turn. His controlled creatures and active duration spells are not affected.

  **Attack**    
**No Spell**

Enchantment/Curse

Target: Opponent in LOS

Opponent cannot use any spell, but may still use items (even magical ones) and NUMBER cards. Duration = NUMBER card.

 **Attack**   
**Power Drain**

Spell

Target: Opponent in LOS

Drains NUMBER life points from an opponent, adding them to your own total.

 **Attack**   
**Powerthrust**




Spell

Target: Any in LOS





This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying NUMBER card.

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 **Attack**   
**Powerthrust**

Spell

Target: Any in LOS

This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying NUMBER card.

 **Attack**   
**Powerthrust**

Spell

Target: Any in LOS

This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying NUMBER card.

 **Attack**   
**Psychic Storm**

Spell

Target: Any square in LOS

Does NUMBER magical damage to everyone in the target square and all squares adjacent to it (even through walls). COUNTERACTIONS only protect those casting them (except ABSORB SPELL). Only the target square needs to be in LOS. (Will also affect you and your controlled creatures, if within range.)

 **Attack**   
**Shift Stick**

Item

Target: Opponent in LOS

Each charge moves opponent one space from where he is, to whichever adjacent space you choose (even through a wall). Not useable on self. Charges = NUMBER card. Usable once per turn; discard when used.

 **Attack**   
**Shock Wave**




Spell

Target: Opponent in LOS

Does magical damage equal to the NUMBER card played. If any damage gets through, all carried items are knocked out of opponent's hands and into the square behind him (away from you). If there is no space behind opponent, the items just fall in the square he is in.

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 **Attack**   
**Skeleton**

**Created Monster (Undead)**  
**Target: Any empty square in LOS**

Creates an undead skeleton warrior that you control. Movement: 3, Life: 4. Skeleton punches for 2 damage, and only PHYSICAL damage can destroy it.

  **Attack**    
**Slow**

**Enchantment/Curse**  
**Target: Opponent in LOS**

Reduces opponent's movement to 1 space per turn (can't add NUMBER cards or other speed-enhancing spells), and his attacks to every second turn. Duration = NUMBER card.

 **Attack**   
**Slow Death**

**Enchantment/Curse**  
**Target: Opponent in LOS**

Curses opponent, causing 1 magical damage whenever he draws a new card. This is permanent. Opponent can have less than seven cards in his hand if desired. ABSORB DAMAGE and BLUNT work momentarily against this card.

 **Attack**   
**Sticks And Stones**


**Spell**  
**Target: Opponent in LOS**

Inflicts magical damage to opponent equal to the number of MAGIC STICKS he carries plus the number of MAGIC STONES he carries, times the NUMBER card played. If REFLECTED, does 1/2 damage to each player based on their own sticks and stones.

 **Attack**   
**Sticky Stick**

**Item**  
**Target: Opponent in LOS**

Each charge covers an enemy with webs, reducing movement by -3 (enemy can still use NUMBER cards for movement). Lasts one turn. Any FIRE damage done to someone in webs burns the webs off and causes 2 extra points of damage. Charges = NUMBER card. Usable once per turn; discard when used.

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 **Attack**   
**Stone Dead**

**Spell**  
**Target: Opponent in LOS**

Does magical damage to opponent equal to the NUMBER card played times the number of MAGIC STONES he carries. If REFLECTED, does 1/2 damage to each player based on their own stones.

 **Attack**   
**Sub-Wizard**

**Created Monster**  
**Target: Any empty square in LOS**

Creates a short, aggressive warlock that you control. Movement: 3, Life: 6. Sub-Wizard can cast a 3 point mini-FIREBALL each turn, but cannot carry anything. Any FIREBALL damage that gets through destroys all MAGIC STONES carried by opponent.

 **Attack**   
**Sucker**

**Spell**  
**Target: Opponent carrying a treasure in LOS**

Causes an opponent in your LOS to suddenly discover that the treasure she is carrying is a fake! It suddenly disappears from her hands. Place the treasure token back on the space it started on at the beginning of the game. (If in question, attacker chooses between the two starting spaces.)

 **Attack**   
**Sudden Death**


**Spell**  
**Target: Any in LOS**

Does 10 magical damage to any target.


**Attack**  
**Swap**

**Spell**  
**Target: Opponent (no LOS needed)**

Swap places with any opponent. Counts as your movement for the turn. FULL REFLECTION, if used against SWAP, merely nullifies it.

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Attack



### Swap Meet

Spell

Target: Opponent in LOS

Swap any two carried items (your choice) with an opponent. REFLECTION nullifies the spell. FULL REFLECTION lets the opponent decide which items, if any, will be swapped.



Source: Tom Jolly



(remove bottom portion at line)



Attack

### Telepath

Spell

Target: Opponent (no LOS needed)

View any one opponent's cards, one time only.



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Teleport Opponent

Spell

Target: Opponent in LOS

Teleports opponent to any square on the board, excluding squares that permit no occupant (e.g., SOLID STONE), but including otherwise occupied spaces. (If REFLECTED, opponent chooses where to send you -- but unlike a regular TELEPORT, you may still finish your normal movement.)



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Thief

Action

Target: Opponent in same square

Not a spell. You may steal one NON-TREASURE item from an opponent in your square. If you know about a specific item, you can take that one; otherwise, opponent chooses which item to give you (if he has any).



Source: Tom Jolly

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Attack



### Thought Steal

Spell

Target: Opponent in LOS

Remove and keep two random cards from an opponent's hand, including ones that are displayed.



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Thumb Of God

Spell

Target: Playing tokens

Allows you to flip the die from a distance of no less than six inches onto the board so as to hit playing tokens. Whichever space the tokens land closest to is where they must be located, including tokens knocked off the board. There is no COUNTERACTION against this spell.



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Troll

Created Monster

Target: Any empty square in LOS

Creates a rock-hard beast that you control. Movement: 3, Life: 6. Troll punches for 1-4 damage, and at the end of each turn it can regenerate 1 lost life point.



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Walking Dead

Enchantment/Curse

Target: Opponent in LOS

Curses opponent, causing 1/2 point of damage for every space he moves. This is permanent. BLOODSTONE will nullify the effect.



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Waterbolt

Spell

Target: Any in LOS

Blasts target with water. Power equals NUMBER card played; for each point, you may either cause 1 point of physical damage OR move the target 1 space away from you (if it is moveable). Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards. Extinguishes fires.



Source: Tom Jolly

(remove bottom portion at line)



Attack



### Waterbolt

Spell

Target: Any in LOS

Blasts target with water. Power equals NUMBER card played; for each point, you may either cause 1 point of physical damage OR move the target 1 space away from you (if it is moveable). Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards. Extinguishes fires.



Source: Tom Jolly

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 **Attack**   
**Waterbolt**

Spell  
Target: Any in LOS

Blasts target with water. Power equals NUMBER card played; for each point, you may either cause 1 point of physical damage OR move the target 1 space away from you (if it is moveable). Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards. Extinguishes fires.

  **Attack**    
**Weakness**

Enchantment/Curse  
Target: Opponent in LOS

Opponent drops any TREASURE carried, and takes 2 times normal damage from any point-type spells or physical attacks. Opponent cannot carry treasure for this duration. WEAKNESS and STRENGTH cancel each other. Duration = NUMBER card.

 **Attack**   
**Wizardblade**

Item  
Target: Any in same square

Each time you play a NUMBER card on the Wizardblade, you can attack once for that much magical damage. Does NO damage without a NUMBER card. Wizardblade damage is considered a SPELL.

 **Attack**   
**Wraith**

Created Monster (Undead)  
Target: Any empty square in LOS

Creates a sinister, undead wraith that you control. Movement: 3, Life: 4. Wraith can move through one wall or other obstacle per turn at will. If touched by the wraith, opponents take 2 magical damage and lose a random card. REFLECTIONS used on the wraith's touch will damage the wraith.

  **Attack / Counteraction**    
**Blink**

Enchantment/Curse  
Target: Anyone in LOS

For the next NUMBER turns, opponent TELEPORTS 1-4 spaces in a random direction, (roll the die twice). This occurs during your turn. If opponent appears in a space that permits no occupant (e.g., SOLID STONE), reroll distance, otherwise opponent is affected by contents of the destination square. Can also be cast on self as a COUNTERACTION to an LOS spell (the spell misses), but you BLINK just once.

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 **Attack / Counteraction**   
**Remove Curse**

Spell  
Target: Self (or any in LOS)

Removes effects of one or more duration-based spells or enchantments affecting the target. You can even cast this on yourself to cancel a spell which won't let you cast other spells while in effect, or one that makes you lose turns. Can also be cast on an opponent in LOS to remove any "good" enchantments affecting him (considered an ATTACK). As a COUNTERACTION, prevents an enchantment from taking effect. Will work on permanent spells, such as LIFESAVER.

 Source: Tom Jolly

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**Counteraction**  
**Absorb Damage**

Spell  
Target: Incoming point-based attack

Reduces by up to 3 life points any damage done to you by a single attack. Has no effect on duration-based spells.

Source: Tom Jolly

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**Counteraction**  
**Absorb Damage**

Spell  
Target: Incoming point-based attack

Reduces by up to 3 life points any damage done to you by a single attack. Has no effect on duration-based spells.

Source: Tom Jolly

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**Counteraction**  
**Absorb Spell**

Spell  
Target: Incoming spell

Nullifies and takes into your hand one spell card used directly against you. Does not include NUMBER cards. Will work against COUNTERACTIONS that affect you directly (e.g., REFLECTION, DOUBLE BACK), but not against FULL SHIELD, ANTI-ANTI, objects, or any spells that objects and creations produce.

Source: Tom Jolly

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**Counteraction**  
**Anti-Anti**

Spell  
Target: Opponent's COUNTERACTION spell

Nullifies any one spell that COUNTERACTS an attack spell directly. Does not work against escape, such as SHRINK, TELEPORT, or INVISIBLE. Will work against SHIELDSTONE. Will not work against REMOVE CURSE, as it does not counter the attack spell, but merely stops the ongoing effects of the spell.

Source: Tom Jolly

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Counteraction

Blunt

Spell

Target: Self (vs. incoming damage)

Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells, or on physical damage. (If BLUNT is played twice in a row, the second acts after the first; they do not cancel the damage entirely.)

Source: Tom Jolly

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Counteraction

Blunt

Spell

Target: Self (vs. incoming damage)

Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells, or on physical damage. (If BLUNT is played twice in a row, the second acts after the first; they do not cancel the damage entirely.)

Source: Tom Jolly

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Counteraction

Double Back

Spell

Target: Incoming spell

FULLY REFLECTS and doubles the power of any SPELL cast against you. Has no effect on spells which are not point or duration spells.

Source: Tom Jolly

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Counteraction

Empathy

Enchantment/Curse

Target: Self (vs. attacking opponent)

Any ATTACK done in any form against you acts against both you and the attacker. Duration = NUMBER card played, starting in player's turn in which it is cast. Will not work against an already-active spell, just new ones.



Source: Tom Jolly

(remove bottom portion at line)



Counteraction

Featherweight

Enchantment/Curse

Target: Self (vs. incoming damage)

All damage done to you moves you back 1 space per point instead of doing damage. In case of multiple directions possible for movement, you choose which way you will go. You can also go around corners. In the case of being stuck in a dead end, you take damage. Duration = NUMBER card.



Source: Tom Jolly

(remove bottom portion at line)

Counteraction

Full Reflection

Spell

Target: Incoming spell

Opponent's SPELL, if cast upon you, is reflected back on him.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

Full Shield

Spell

Target: Incoming spell

Stops any SPELL attack. Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

Full Shield

Spell

Target: Incoming spell

Stops any SPELL attack. Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

Full Shield

Spell

Target: Incoming spell

Stops any SPELL attack. Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

Negate Neutral

Spell

Target: Any NEUTRAL spell (no LOS needed)

Nullifies any NEUTRAL SPELL when first cast. This is cast on the spell, not the opponent, so FULL SHIELD and REFLECTIONS have no effect. Does not need LOS, and you need not be the intended target of the spell.

Source: Tom Jolly

(remove bottom portion at line)

### Counteraction

## Reflection

Spell

Target: Incoming spell

A spell cast against you works 50% on both parties. Only works on point-based or duration-based spells. Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Source: Tom Jolly

(remove bottom portion at line)

### Counteraction

## Reflection

Spell

Target: Incoming spell

A spell cast against you works 50% on both parties. Only works on point-based or duration-based spells. Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Source: Tom Jolly

(remove bottom portion at line)

### Counteraction

## Reflection

Spell

Target: Incoming spell

A spell cast against you works 50% on both parties. Only works on point-based or duration-based spells. Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Source: Tom Jolly

(remove bottom portion at line)

### Counteraction

## Reverse Damage

Spell

Target: Incoming point-based spell

Instead of losing points in a SPELL attack, you gain them. Only works on point-based spells (including SLOW DEATH). Any remaining effect of a spell (such as "lose turn" or "move back two spaces") still takes effect.

Source: Tom Jolly

(remove bottom portion at line)

### Counteraction

## Super-Dodge

Spell

Target: Self (vs. incoming attack)

You may dodge (without moving into another square) any one PHYSICAL ATTACK (including a falling DESTROYED WALL), and have a 50% chance to avoid an LOS SPELL attack. This spell is cast on yourself, so it may not be absorbed by another character.

Source: Tom Jolly

(remove bottom portion at line)

### Magic Stone

## Bloodstone

Item

Target: Self

**POWER:** While you have this stone, any damage you sustain is reduced by 1 point. (Prevents damage from SLOW DEATH.) Display when used.

Source: Tom Jolly

(remove bottom portion at line)

### Magic Stone

## Brainstone

Item

Target: Self

**DISPLAY IMMEDIATELY.**  
**POWER:** When you first draw this card (not just pick it up), draw two more cards also. While you have this stone, your hand limit is 9 cards (including this one).

Source: Tom Jolly

(remove bottom portion at line)

### Magic Stone

## Fighterstone

Item

Target: Self (vs. any in same square)

**DISPLAY IMMEDIATELY.**  
**POWER:** While you have this stone, you do 1-4 damage with a punch.

Source: Tom Jolly

(remove bottom portion at line)

### Magic Stone

## Health Stone

Item

Target: Self

**POWER:** While you have this stone, any turn in which you do not move or pick up anything, you can recover 2 life points, up to a maximum of your starting amount (15). Display when used.

Source: Tom Jolly

(remove bottom portion at line)

### Magic Stone

## Powerstone

Item

Target: Any number card you play

**POWER:** While you have this stone, add 1 to any NUMBER card played. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone  
**Shadowstone**

Item  
Target: Self

POWER: While you have this stone, any damage you do physically (e.g., punch or dagger) to an opponent adds to your points equal to the damage done. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone  
**Shieldstone**

Item  
Target: Self (vs. incoming spells)

POWER: While you have this stone, you may use a NUMBER card as a COUNTERACTION against point or duration-based spells, reducing effects by value of the NUMBER card played. No effect without a NUMBER card. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone  
**Soulstone**

Item  
Target: Self (vs. magical attacks)

POWER: While you have this stone, your last 3 life points cannot be taken by spell attack; they can only be lost to physical damage. Life points spent voluntarily, as in POWER RUN, are not affected by Soulstone. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone  
**Speedstone**

Item  
Target: Self

POWER: While you have this stone, your movement rate is increased by 1. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone  
**Spell Stone**

Item  
Target: Self

DISPLAY IMMEDIATELY.  
POWER: While you have this stone, you may draw an extra card each turn, up to your normal hand limit.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone  
**Visionstone**

Item  
Target: Self

POWER: While you have this stone, you can see and cast LOS spells through any one wall (any type) or door. Only functions when you want it to, but REFLECTED SPELLS STILL AFFECT YOU. Does not work with UGLY, as opponent cannot see you. A corner counts as two walls. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Neutral  
**Add**

Modifier  
Target: Two number cards

You may add two NUMBER cards together for any single action. These NUMBER cards must be played together, immediately upon casting the ADD spell.

Source: Tom Jolly

(remove bottom portion at line)

Neutral  
**Adrenaline**

Enchantment/Curse  
Target: Self (or controlled creature in LOS)

Recipient may attack twice per turn. (Doesn't override any limits on how often a specific item may be used.) Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral  
**Alter Ego**

Created Monster  
Target: Same square

Creates a stationary double of yourself in the square you now occupy. It may use any of the spells in your hand, and you need not be within LOS for it to do so. Any damage at all destroys it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral  
**Alter Reality**

Spell  
Target: Same sector

Take one of the unused boards, flip it over in a random orientation, and replace the one on which your wizard is standing. All tokens are moved onto the new board in the same relative positions. Tokens overlaying real walls (such as WALL OF FIRE) are removed.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Amplify

Modifier

Target: One of your spells

Doubles the power of one point or duration-based spell. Two AMPLIFY spells quadruple spell power when used together. If used with SHIELDSTONE, WIZARDBLADE, or other permanent magic items, only affects that item for one use.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Amplify

Modifier

Target: One of your spells

Doubles the power of one point or duration-based spell. Two AMPLIFY spells quadruple spell power when used together. If used with SHIELDSTONE, WIZARDBLADE, or other permanent magic items, only affects that item for one use.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Animate Object

Enchantment/Curse

Target: Any moveable uncarried item in LOS

Animates a moveable, uncarried item, placing it under your control. Movement: 2, Life: 1. "Killing" the item merely returns it to an inanimate state. Animated items have all normal qualities (weapons can attack, etc.). NOT considered a MONSTER, CREATURE or CREATION.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

## Around the Corner

Modifier

Target: One of your spells

Cast any LOS spell around one corner (up to 180 degrees). REFLECTIONS will still reach you.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Astral Projection

Modifier

Target: One of your spells

Cast one of your LOS spells anywhere on the board. REFLECTIONS have no effect on you.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Big Man

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Makes recipient so large that he fills up the corridor. No one can pass him, cast spells past him, or enter his square. Can reach and be reached from an adjacent square. Can push others (but not items) down the corridor ahead of him as he moves. (At intersections, opponent gets to decide which branch to enter.) Can also step over short obstacles like a PIT, TACKS, SPEED BUMP or KILLER OOZE. BIG MAN and SHRINK cancel each other. Duration = NUMBER card.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

## Boobytrap

Created Object

Target: Empty squares (no LOS needed)

Take three blank tokens and the boobytrap token, placing each of them face down on empty squares. Whoever first walks over the one boobytrapped token takes 4 physical damage. You and your controlled creatures may move across the boobytrapped token without harm, unless BLIND. Permanent until triggered. Spells affecting CREATIONS target just one of the tokens.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Control Creation

Spell

Target: Opponent's controlled creature in LOS

Allows you to permanently take over control of any one creature which is presently under someone else's exclusive control (an ANIMATED OBJECT is not a creature). Cannot be COUNTERACTED (unless the creature can carry a spell).



Source: Tom Jolly



(remove bottom portion at line)



Neutral



## Create Door

Created Object

Target: Any wall or corridor in LOS

Creates a locked door in a solid wall or across a corridor. If created adjacent to you, you may hold it open as it appears. If cast on an ILLUSION WALL, it modifies the existing illusion to be that of a wall with a door in it (still real to believers, but not there for non-believers).



Source: Tom Jolly



(remove bottom portion at line)



Neutral



## Create Wall

Created Object

Target: Between any two squares (in LOS)

Creates a section of permanent wall, one square long.



Source: Tom Jolly



(remove bottom portion at line)

 **Neutral**   
**Create Wall**

Created Object

Target: Between any two squares (in LOS)

Creates a section of permanent wall, one square long.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Decoy**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Produces a permanent double of recipient, occupying the same square and moving with her (there is no playing piece for DECOY). Any attack against her has a 50% chance of striking the double (a roll of 1 or 2 on the D4). If the double is hit, it disappears, or she can expend 2 life points to retain it.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Deja-Vu**

Spell

Target: Discard pile

Allows you to go through the discard pile and retrieve any one card.

Source: Tom Jolly



(remove bottom portion at line)

 **Neutral**   
**Destroy Wall**

Spell

Target: One section of wall in LOS

Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 physical damage (not considered an attack). Will also destroy wall sections with doors.

 Source: Tom Jolly 



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 **Neutral**   
**Destroy Wall**

Spell

Target: One section of wall in LOS

Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 physical damage (not considered an attack). Will also destroy wall sections with doors.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Disguise Magic**

Modifier

Target: One of your ATTACK spells

Disguises the accompanying ATTACK spell, which is then played face-down, along with any necessary modifier cards (NUMBER, AMPLIFY, etc.) Your target must play any COUNTERACTION(s) before finding out what your attack spell is. Inappropriate counterspells have no effect, and are discarded. No other counteractions may be taken against this spell.

Source: Tom Jolly



(remove bottom portion at line)

 **Neutral**   
**Dispel Creation**

Spell

Target: Any creation

This spell un-creates any created object or character. (A destroyed wall is not considered a creation.) Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.

 Source: Tom Jolly 


(remove bottom portion at line)

 **Neutral**   
**Dispel Creation**

Spell

Target: Any creation

This spell un-creates any created object or character. (A destroyed wall is not considered a creation.) Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Dispel Creation**

Spell

Target: Any creation

This spell un-creates any created object or character. (A destroyed wall is not considered a creation.) Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Door-To-Door**

Enchantment/Curse

Target: Any two doors

Creates a warp connecting two doorways. Take the 2 door-to-door tokens and place them on existing doors. The "A" side of one door now connects to the "A" side of the other, and the "B" connects to "B". You may open the doors once as you cast this spell. Destroying or permanently unlocking a door ends this spell, which is otherwise permanent.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Double Barrel

Modifier

Target: One of your ATTACK spells

When played with any point or duration-based ATTACK SPELL, opponent takes damage as if hit by two separate half-strength spells (round odd numbers up). The two attacks must be COUNTERACTED separately, if at all.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Dust Cloud

Created Object

Target: Any empty square in LOS

Creates a permanent magical cloud of dust that obscures one square. Anyone passing through it must roll a D4 (each number signifying a direction) to see where he goes (or if a spell is cast, where the spell goes). Bumping into a wall counts as one space of movement; re-roll for each movement point. Blocks LOS, even if you have VISIONSTONE. Reaches ceiling.



Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Exploding Door

Spell

Target: Any door in LOS

Target door explodes into a million splinters away from the side on which you stand, doing 3 physical damage to anything (excluding walls) within LOS of the door on the other side. An open passage is left where the door used to be. If cast on a SAFE, only the SAFE gets destroyed and its contents do not. If cast on DOOR-TO-DOOR, remote door is the one destroyed.



Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Extend

Modifier

Target: One of your duration-based spells

Doubles the length of the accompanying duration-based spell. Will also work with AMPLIFY. Must be used when spell is first cast.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Fear

Enchantment/Curse

Target: Self (or controlled creature in LOS)

For NUMBER turns, no one (not even allies) will move to within 3 spaces of recipient, even if walls separate them. All must move away from him on their turn if within range, if they can (unless immobile or at a dead end), even if the only option is to use a card or run into a dangerous obstacle to escape. Those in fear choose which direction to run when options exist, as long as it isn't toward the source of fear! (As a LAST RESORT only, one can move farther away "as a wizard walks" even if momentarily closer in absolute distance.)



Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Fill `Er Up

Spell

Target: Self

You may draw enough new cards to fill your hand. This does not end your turn.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Fill Square With Slime

Created Object

Target: Any empty square in LOS

Creates a cube of lime-flavored gel filling an entire square. There is no LOS through it, nor can it be flown over. Anyone entering the slime ends their movement for the turn. Spells cast at the slime get stuck there, affecting anyone in the slime or entering it later on (spells "go off" only once). Counteractions against "trapped" attacks do not affect the caster of the attack. Destroyed by any WATERWALL or a 5-point WATERBOLT.



Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Fill Square With Stone

Created Object

Target: Any empty square in LOS

Creates an impenetrable block of stone completely filling an empty square. This not a wall, so no "wall" associated spells will affect it.



Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Fill Square With Stone

Created Object

Target: Any empty square in LOS

Creates an impenetrable block of stone completely filling an empty square. This not a wall, so no "wall" associated spells will affect it.



Source: Tom Jolly

(remove bottom portion at line)



Neutral



## Flame On

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Allows recipient to burst into flame. Each turn, starting the turn cast, she takes 2 magical damage (not counteractable), but can cast a small FIREBALL (4 damage) every turn and is immune to any Fire damage. Recipient may "flame-off" whenever desired, thereby ending the spell. WATERBOLT or WATERWALL will extinguish flames. Any FIREBALL damage that gets through destroys all MAGIC STONES carried by opponent.



Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Flight**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Allows recipient to fly over any obstacle that doesn't reach the ceiling, as well as anyone on the ground, keeping out of others' reach (unless they can fly or reach adjacent squares, like BIG MAN). REMOVE CURSE, if cast on recipient, will make her fall for 1-4 damage. WATERWALL has no effect on her. At turn end she is assumed to be flying unless stated otherwise, even if she has just picked up an item. Duration = NUMBER card.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Handful Of Tacks**

Item

Target: Adjacent empty square

Not a spell. Fills one square with tacks. Anyone walking into them takes 3 damage, or must spend an entire turn adjacent to them (doing nothing else) to sweep them up and reuse them later (or discard them). WATERWALL washes them away.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Hard Cell**

Spell

Target: Magic stick or duration spell in LOS

Allows you to add 3 charges to any one magic item having at least 1 charge left, or extend any active duration spell 2 turns.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Hard Cell**

Spell

Target: Magic stick or duration spell in LOS

Allows you to add 3 charges to any one magic item having at least 1 charge left, or extend any active duration spell 2 turns.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Howling Vacuum**

Spell

Target: Same sector

Anything moveable in the sector you are in moves one space closer to you. "Closer" means toward you as a wizard would walk along the shortest path possible (even through a WALL OF FIRE, DUST CLOUD, etc.) If there are 2 paths of equal distance, then the object or character does not move. BUSHES, SLIME and similar creations block the air flow.

Source: Tom Jolly



(remove bottom portion at line)

 **Neutral**   
**Illusion Wall**

Created Object

Target: Between any two squares (in LOS)

Creates a fake wall, one square long. Each character has one 50% chance to see that it is fake, when they gain LOS to it. It is real for the rest of the game for those who fail this chance. For those who believe it is real, it will stop spells and thrown items, and can take damage. If a believer destroys an Illusion Wall, it is only destroyed with respect to that character, not everyone else. Caster may move through it freely. Blocks LOS even if you know it is fake.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Jam Lock**

Action

Target: Any door in LOS

Not a spell. Lets you permanently jam a door lock so that nobody can use that door. You also may not pass through.

 Source: Tom Jolly 



(remove bottom portion at line)

**Neutral**  
**Janitor**

Spell

Target: Nearby tokens

Allows you to discard ALL board tokens within 2 spaces of you (even through walls), except TREASURES and player wizards.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Killer Ooze**

Created Monster

Target: Any empty square in LOS

Covers the surface of one square with acidic ooze. Anyone entering the ooze takes 1 damage, and on a roll of 1 or 2 on the D4, falls down, drops any TREASURE, takes 2 more damage, and is unable to move for the rest of the turn. Any following turns that he tries to stand and exit must be rolled again as stated. Only 5 points of FIRE damage will destroy the ooze.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Lifesaver**

Enchantment/Curse

Target: Self

**DISPLAY IMMEDIATELY.**  
You are now immune to the effects of losing both of your treasures to other players' HOME BASES. This effect is permanent. Discard after use. Not applicable in a 2-player game.

Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Mad Dash**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Doubles recipient's movement (including NUMBER cards and other add-ons) for one turn. One cannot carry TREASURES while exerting oneself under Mad Dash. If cast after some movement has been made, doubles remaining movement points.

 Source: Tom Jolly  

(remove bottom portion at line)

 **Neutral**   
**Master Key**

Item

Target: Adjacent door

**DISPLAY IMMEDIATELY.**  
While you have this item, you may unlock any door that you are adjacent to (but door locks again behind you). You may "hold the door open" for others, if you wish. Does not work on a JAMMED LOCK.

  Source: Tom Jolly 





(remove bottom portion at line)

 **Neutral**   
**Mist Body**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient turns to mist, and can pass through doors and other obstacles that aren't air-tight (solid walls are). May not attack or be attacked physically, except by fire. Items become "misted" when touched, so recipient may pick up and carry items normally. Any dropped or thrown item becomes solid. Recipient can ignore SAFES. Duration = NUMBER card.

  Source: Tom Jolly  



(remove bottom portion at line)

 **Neutral**   
**Pass The Buck**

Created Creature

Target: Any empty square in LOS

Creates a huge, mild-mannered buck with big antlers. He has 10 life points, and he is quite impossible to pass (unless you can FLY over him); even BIG MAN cannot push this beast. Any player may move the buck 1 space during his turn. Buck cannot enter spaces with characters, and it blocks LOS. Can be punched or attacked from an adjacent square.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Pass Through Wall**

Spell

Target: Any wall

Allows passage through one wall or door. Works on ILLUSION WALL, normal walls, WALL OF FIRE, etc.

Source: Tom Jolly

(remove bottom portion at line)

**Neutral**  
**Permawarp**

Created Object

Target: Any square except home bases

Take two Permawarp tokens and place them anywhere on the board (except HOME BASES). This is now an (optional) open warp from one token to the other, and movement between them counts as one space. You can't create anything on a Permawarp, but you can put down an item there, or walk around it in the same space. There is no LOS through the warp, but it does not block local LOS.

Source: Tom Jolly



(remove bottom portion at line)

 **Neutral**   
**Pick Lock**

Action

Target: Adjacent door

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Pick Lock**

Action

Target: Adjacent door

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

 Source: Tom Jolly 



(remove bottom portion at line)

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**Pick Lock**

Action

Target: Adjacent door

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Pick Lock**

Action

Target: Adjacent door

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

 Source: Tom Jolly 

(remove bottom portion at line)



 **Neutral**   
**Pick Lock**

**Action**  
**Target: Adjacent door**

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

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**Pick Lock**

**Action**  
**Target: Adjacent door**

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

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**Target: Adjacent door**

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**Pick Lock**

**Action**  
**Target: Adjacent door**

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.


 **Neutral**   
**Pick Lock**

**Action**  
**Target: Adjacent door**

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

 Source: Tom Jolly  



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Source: Tom Jolly  

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Source: Tom Jolly  

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Source: Tom Jolly 

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 **Neutral**   
**Pit**

**Created Object**  
**Target: Any empty square in LOS**

Creates a pit. To jump over, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb into or out of a pit. WATERWALL reaching pit does 2 damage to anyone in it, but lifts him to top. Drains in 1 turn; can swim across using normal movement when filled. Doors adjacent to a pit cannot be opened from that side (unless flying). FILL SQUARE WITH STONE fills pit, lifting anything in it back up to the main floor. You CAN create things within an empty pit.

 Source: Tom Jolly 

(remove bottom portion at line)

**Neutral**  
**Power Attack**

**Modifier**  
**Target: One of your damaging spells**

Allows you to use up your life points, adding the amount sacrificed to one of your own point-based ATTACK SPELLS, including Magic Stick spells.

Source: Tom Jolly

(remove bottom portion at line)

**Neutral**  
**Power Run**

**Spell**  
**Target: Self**

Lets you trade your life points for extra movement, at the rate of one point per one space. This is in addition to any NUMBER card played.

Source: Tom Jolly

(remove bottom portion at line)

**Neutral**  
**Public Funds**

**Spell**  
**Target: All treasures**

YOU MUST IMMEDIATELY SHOW THIS CARD TO ALL PLAYERS WHEN YOU GET IT, but it need not be permanently displayed, and it need not be played right away. This spell permanently causes all treasures to be neutral, that is, not owned by anyone. Any treasure on the board is available as part of the 2 treasures you need to win. No player may lose due to placement of his 2 treasures on HOME BASES.



Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Push Object**

**Spell**  
**Target: Any moveable uncarried object in LOS**

Causes a moveable, uncarried object to move away from you until it runs into a character or fixed obstacle (such as a solid wall or SLIME). If it strikes anything damageable, it does 2 physical damage. If it strikes a BUSH, BRAMBLES or SLIME, the object ends up inside (unless impossible). If the object starts in your space, you decide initial direction.

 Source: Tom Jolly 

(remove bottom portion at line)



Neutral



### Rejuvenation

Spell

Target: Self (or any living thing in LOS)

Target living character or plant gains life points equal to the NUMBER card played, up to its starting maximum (15 for a wizard). No effect on UNDEAD.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

### Relocate Sector

Spell

Target: Any sector

Allows you to relocate (but not rotate) any one sector to any other area, so long as all sectors are still connected together (directly or indirectly). Any affected AUTOWARP and REWARP tokens disappear, replaced by straight-across warps.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



### Remove Lock

Action

Target: Adjacent door

Not a spell. Permanently removes lock from any one adjacent door. Door is still considered to block LOS.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

### Rewarp

Spell

Target: Two external sector exits

Swap two external sector exits. Signify their new directions by placing the "A" tokens on one set of exits and the "B" tokens on the other set of exits. These stay in place unless any one token of the four is moved by use of RELOCATE SECTOR, in which case REWARP goes away. REWARP affects entire sector sides. ROTATE SECTOR does not rotate the counters.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

### Ricochet

Modifier

Target: One of your spells

Allows you to bounce any LOS spell around two 90 degree corners. REFLECTIONS will still reach you.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



### Rosebush

Created Object

Target: Any empty square in LOS

Creates a fragrant but thorny rosebush which fills one square, blocking LOS. Causes 3 damage to anyone passing through it. 5 points of damage will destroy it.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

### Rotate Sector

Spell

Target: Any sector

Allows you to rotate any one sector 90 degrees.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



### Safe

Created Object

Target: Any empty square in LOS

Creates an immobile safe, within which you can secure one treasure or other item. All LOCK-type cards will work on it. To smash it open takes 15 damage, and it is immune to FIRE. Getting an item from a safe counts as picking that item up. Safe dispels if item removed. Creator of safe knows the combination and may open it freely. Like all creations, a safe cannot be placed on a HOME BASE.



Source: Tom Jolly



(remove bottom portion at line)



Neutral



### Shadow

Created Monster (Undead)

Target: Any empty square in LOS

Creates a temporary, undead shadow that you control. Maintaining it costs 1 of your life points at the beginning of each turn, starting the turn created. Shadow can punch for 1 damage, move 3 spaces per turn, and carry (but not use) items. It cannot be altered by spells such as MIST-BODY, SHRINK, etc. Any damage at all destroys it. Sustaining the shadow during a "lost turn" still costs a life-point.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

### Shatter

Modifier

Target: One of your attacks

Quadruples damage done by an attack against any non-wizard target (walls, creatures, bushes, etc.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

### Speed

Spell

Target: Self

Allows one extra turn. Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn. You may draw cards after each turn. (Any CREATURES you control get an extra turn, too.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

### Speed

Spell

Target: Self

Allows one extra turn. Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn. You may draw cards after each turn. (Any CREATURES you control get an extra turn, too.)

Source: Tom Jolly

(remove bottom portion at line)



Neutral



### Stone To Water

Spell

Target: Stone wall section or block in LOS

Turns either a wall or a solid stone block into water. A wall turns into a WATERWALL with a range of 2. A solid stone block turns to a WATERWALL with a range of 4. In the latter case, any character within 4 spaces is washed back 4 spaces (including you, if applicable). Anyone who can't go straight back 4 spaces takes 1 point of physical damage for each space not moved.



Source: Tom Jolly



(remove bottom portion at line)



Neutral



### Strength

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Doubles all physical damage recipient does to others, and allows him to physically tear an item (including TREASURE) out of the grasp of someone in the same space (an ATTACK). (This does NOT count as picking up an item and does not end one's turn.) The opponent must roll a 1 on the D4 to retain the item each turn. Duration = NUMBER card.



Source: Tom Jolly



(remove bottom portion at line)



Neutral



### Swap Home Bases

Spell

Target: Opponent in LOS

Swap your HOME BASE with any other player, so long as you both have an equal number of treasures on your home bases. You must be within LOS of the player with whom you are swapping.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

### Swap Sectors

Spell

Target: Any two sectors

You may swap (but not rotate) any two sectors. REWARP and PERMAWARP counters do not move with the sectors, but remain in place, as does the AUTOWARP if used. Not applicable if there are only 2 sectors.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



### Swarthmore's Enchantment

Enchantment/Curse

Target: Any object in LOS

Adds 1 point of magical damage to the damage done by any object (such as DAGGER, MAGIC STONES, THORNBUSH, etc.) This enchantment is permanent unless REMOVE CURSE is cast on the target.



Source: Tom Jolly



(remove bottom portion at line)

Neutral

### Teleport Beacon

Item

Target: Anyone teleporting

When this item is turned ON, if any character tries to teleport, they end up in the same space as the beacon. Has no effect on teleported objects. Beacon can be carried, or it can be dropped anywhere on the board. If you secretly carry this, it is assumed to be ON unless you announce otherwise. You can switch it ON or OFF anytime during your turn (without picking it up). It must be OFF for you to teleport yourself. COUNTERACTABLE as a spell.

Source: Tom Jolly

(remove bottom portion at line)



Neutral



### Teleport Creation

Spell

Target: Any creation in LOS

Teleports any created character or object in your LOS to any vacant space (except a HOME BASE) on the board, including normally immobile creations such as a PIT, SAFE, etc.



Source: Tom Jolly



(remove bottom portion at line)



Neutral



### Teleport Object

Spell

Target: Any moveable uncarried object in LOS

Allows you to teleport a moveable, uncarried object up to 4 spaces (but not to a HOME BASE). You must have LOS with the object before you teleport it, not necessarily with its destination.



Source: Tom Jolly




(remove bottom portion at line)

 **Neutral**   
**Thornbush**

Created Object

Target: Any empty square in LOS

Creates a thornbush that permanently blocks an entire square. 5 points of damage will destroy it. If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns.  
Blocks LOS.

 Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Thornbush**

Created Object

Target: Any empty square in LOS

Creates a thornbush that permanently blocks an entire square. 5 points of damage will destroy it. If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns.  
Blocks LOS.

  Source: Tom Jolly

(remove bottom portion at line)

**Neutral**  
**Time Warp**

Spell

Target: All active duration spells

Makes a number of turns zip by equal to the NUMBER card played. This affects all duration-type spells by burning up any turns left for the spell. Effects of active duration spells, such as damage, still occur. No one can perform any action during these lost turns (except INTERRUPT). Your turn then continues as normal.

Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Tiny Swap**

Spell

Target: Special (in LOS)

Lets you swap any two UNCARRIED objects, characters, or any combination of the same, as long as both are in your LOS. In the case of swapping a character for a created wall, the character could end up in either square adjacent to where the wall was, and vice-versa. Both targets, once swapped, must still be in your LOS afterwards. Cannot be used to place an immovable creation on a HOME BASE.

 Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Trader**

Spell

Target: Two mobile items on the floor in LOS

Swap any two moveable items that are resting on the floor, both within your line-of-sight. Does not overcome GLUE. Does not work on characters.

  Source: Tom Jolly


(remove bottom portion at line)

 **Neutral**   
**Ugly**

Spell

Target: Self (or controlled creature in LOS)

Recipient momentarily becomes so ugly that all opponents in LOS immediately retreat as far away as necessary to avoid LOS, along the shortest path available. This happens during YOUR turn. Passage through firewalls and bushes blocks LOS. For multiple corridor choices, opponent rolls D4 for random direction. Affects SHRUNK and INVISIBLE opponents. The ugliness fades immediately after taking effect.

 Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Vampire Form**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient transforms into a bat. Base movement increases to 7, he can bite for 2 damage, and the chances of being hit by any attack are 1 in 4. May not carry treasures or cast spells, but can carry and use other items. Can fly over obstacles that don't reach the ceiling. The turn bat changes back, base movement returns to normal. Duration = NUMBER card. (If cast on self, you may end the spell before the full duration.)

  Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Wall Of Fog**

Created Object

Target: Between any two squares in LOS

Creates a wall of fog which allows movement but not LOS through it. It is permanent until destroyed or dispelled. Wall of Fire and Wall of Fog will destroy one another. Fireball and Waterwall will dispel it (but Fireball would lose all effectiveness, while Waterwall would not).

 Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Wall Of Glass**

Created Object

Target: Between any two squares (in LOS)

Creates a glass wall which allows LOS but not movement through it. It is permanent until destroyed. A single attack doing 6 damage or multiple attacks doing 10 damage will shatter it. Spells may be directed at the wall or through it.

  Source: Tom Jolly

(remove bottom portion at line)

**Neutral**  
**Ward**

Spell

Target: Opponent (special)

When a character picks up one of your own treasures, you may play at that time (out of turn) this card on her, signifying that she has set off a trap (you need not specify in advance which treasure is trapped). Causes 3 magical damage; affected opponent also has a 50% chance of dropping the treasure. COUNTERACTIONS against WARD have no effect against you, but otherwise work as written.

Source: Tom Jolly

(remove bottom portion at line)

 **Neutral**   
**Warp Stick**

Item

Target: One wall section in LOS

Each charge makes one section of wall (or door) disappear during your turn, reappearing at the end of your turn. Charges = NUMBER card. Usable once per turn; discard when used.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**Werewolf Form**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient transforms into a large, hairy Werewolf. Base movement increases by 1, and he can punch for 1-4 damage. Werewolf may not cast spells except for COUNTERACTIONS, but can still carry and use all items. Recipient may remain a Werewolf indefinitely, but changing back stops the spell.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral**   
**X-Ray Vision**

Modifier

Target: Self

Allows LOS through any two walls (or other obstacles) to cast any one spell. REFLECTED spells that would have to pass through something have no effect on you.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral / Attack**   
**Drag**

Spell

Target: Any character or uncarried object in LOS

Drags any character or uncarried, moveable object towards you until it runs into a solid obstacle (such as a wall) or arrives in your square. Anyone dragged into/through an obstacle suffers normal effects. No effect on anything GLUED down or LOCKED IN PLACE. Will with modifiers such as AROUND THE CORNER. Considered an ATTACK if cast on opponent.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral / Attack**   
**Ghost Form**

Enchantment/Curse

Target: Self (or anyone in LOS)

Transforms target into a ghost. Ghost can walk through anything without damage, but cannot punch others or be affected by physical damage. Ghost drops all carried items and cannot pick anything up; items drawn while a ghost get discarded or dropped (player's choice). Can still cast spells, attack and be attacked. Neutral if cast on self, ATTACK if cast on others. Duration = NUMBER card.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral / Attack**   
**Glue**

Enchantment/Curse

Target: Any object in LOS

Keeps an object in place for a duration equal to TWICE the NUMBER card played, making it impossible to pick up, move or drop (if carried). Considered an ATTACK if cast on an opponent's carried item. Does not work on characters.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral / Counteraction**   
**Interrupt**

Spell

Target: Self

STOP THE GAME and cast any one spell. For any spell in progress, the interrupting spell acts first. This has priority over OPPORTUNITY FIRE.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral / Counteraction**   
**Invisible**

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient becomes invisible; any attack targeting her has only a 1 in 4 chance of hitting. Duration = NUMBER card.

 Source: Tom Jolly 



(remove bottom portion at line)

 **Neutral / Counteraction**   
**Opportunity Fire**

Spell

Target: Self

You may perform an ATTACK out of turn, interrupting another player's turn. The other player must not be moving and must finish any spell started before you may perform your attack.

 Source: Tom Jolly 

(remove bottom portion at line)

 **Neutral / Counteraction**   
**Reuse Spell**

Spell

Target: One of your spells

You may retrieve any spell you use immediately after you use it (but not the NUMBER card, if used). You may reuse your retrieved spell immediately if you wish (except when it is an ATTACK).

 Source: Tom Jolly 

(remove bottom portion at line)

 Neutral / Counteraction 

### Shrink

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient shrinks. Opponent must roll a 1 or 2 on the D4 to hit in any attack. Attacks that miss hit nothing. Base movement is halved (round up), but NUMBER cards can be played normally. Cancels BIG MAN. Duration = NUMBER card.



Source: Tom Jolly



(remove bottom portion at line)

Neutral / Counteraction

### Teleport

Spell

Target: Self

Lets you teleport to any square within 4 spaces, but not to a HOME BASE. You may take your normal movement before playing this card, but your movement ends after you play it. If used as a COUNTERACTION, the attack has no chance of hitting and hits nothing. (If destination is not an empty square, you are affected normally by any contents.)

Source: Tom Jolly

(remove bottom portion at line)

 Neutral / Counteraction 

### Wall Of Fire

Created Object

Target: Between any two squares (in LOS)

Creates a temporary barrier of fire across any corridor. Anyone passing through it takes 4 magical damage. As a COUNTERACTION, it will stop a WATERBOLT. Blocks LOS. Duration = NUMBER card.



Source: Tom Jolly



(remove bottom portion at line)

 Neutral / Counteraction 

### Waterwall

Spell

Target: Between any two squares (in LOS)

Creates a wall of water that instantly collapses, washing any character within 2 spaces back 2 spaces (including you, if applicable). Anyone who can't go straight back 2 spaces takes 1 point of physical damage for each space not moved. Acts as COUNTERACTION to FIREBALL or WALL OF FIRE (while still washing characters). Extinguishes any fire in its path. Can't be cast up against another wall, only between two spaces.



Source: Tom Jolly



(remove bottom portion at line)

Trap

### Bomb Trap

Action

Target: Immediate area

DISPLAY IMMEDIATELY.  
KABOOM! You just set off a bomb. Tough luck. You, everyone, and everything within 4 squares (around corners but not through walls) take 3 physical damage. Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Trap

### Fit Of Frenzy

Enchantment/Curse

Target: Self

DISPLAY IMMEDIATELY.  
Lose your temper. Immediately drop any TREASURE you may be carrying, and on your next turn, go attack someone. You may not pick anything up during this period. After attacking someone (even if unsuccessful), you may return to normal and do as you wish. This also cancels BUDDY, if you are under its effect. Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Trap

### Gift From Above

Spell

Target: Self

DISPLAY IMMEDIATELY.  
Add 3 life points to your total, now. You may go higher than 15 points. Discard after use.

Source: Tom Jolly

(remove bottom portion at line)

Trap

### Gift From Below

Spell

Target: Self

DISPLAY IMMEDIATELY.  
Sorry, bud. You lose 3 points to magical damage, now. (You may use COUNTERACTIONS if you wish.) Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Trap

### Klutz

Spell

Target: Self

DISPLAY IMMEDIATELY.  
Butter mysteriously appears all over your hands. You immediately drop all carried items, then the butter disappears. Discard after use and redraw. Note: you may only pick up 1 item per turn.

Source: Tom Jolly

(remove bottom portion at line)

Trap

### Load Stone

Enchantment/Curse

Target: Self

DISPLAY IMMEDIATELY.  
POWER: This card does nothing but take up space in your hand. You may not discard it (unless other cards require it). If you enter a space with another wizard you may give it to him (an ATTACK), and he must discard a card to take it if he already has a full hand. FULL REFLECTION and SHIELD will stop it, even if it's drawn. This is considered to be a MAGIC STONE.

Source: Tom Jolly

(remove bottom portion at line)

Trap

### Trap!

Spell

Target: Self

**DISPLAY IMMEDIATELY.**  
You fool! You just walked into an old trap. Lose your next turn. Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)



Attack



### Firefly Stick

Item

Target: Any empty square in LOS

This Magic Stick has charges equal to the NUMBER card played when first used. Each charge creates a flying firefly within LOS. (Movement: 5, Life: 1.) Each firefly can attack someone in its square for 1 magical fire damage. If an opponent takes possession of the stick, you still control the fireflies you created. WATERBOLT will destroy all fireflies in its path; WATERWALL has no effect. Usable once per turn; discard after all charges have been used.



Source: Tom Jolly

(remove bottom portion at line)

\*



Attack



### Large Rock

Item

Target: Any in LOM

This hefty stone causes 2 damage when thrown. Retrievable by anyone after it is thrown.



Source: Tom Jolly

(remove bottom portion at line)

\*

Counteraction

### Clone Self

Spell

Target: Self

If you die (from damage only, not from lost treasures), play this card. A new "you" appears on your HOME BASE, with 7 life points and no cards at all. All creatures you controlled disappear. All duration spells that were on you cease. In all other ways, "death" occurs normally, per the rules. If killed during your own turn, you may start moving and draw cards next turn.

Source: Tom Jolly

(remove bottom portion at line)

\*